

PLAYING ARCADE GRAPHIC  
 ADVENTURE STRETCHING YOU AND YOUR  
 MONITOR TO ITS LIMITS. YOU PLAY THE  
 ROLE OF NIGHTY THOR WHOSE MISSION  
 IS TO DELVE DEEP BENEATH THE  
 MYTHICAL PYRAMID, DOWN INTO THE  
 ATROCIOUS DUNGEONS UNDER CAIRO WHERE  
 YOU MUST RETRIEVE THE VANISHING  
 MAGIC STAFF. WHILE SEARCHING THE  
 CATACOMBS YOU WILL DO BATTLE WITH  
 GHOULS, WAMPYRES, SKELETONS,  
 DRAGONS, FIRE WOLVES, OGRE  
 GUARDIANS AND ASSASSINS (TO NAME A  
 FEW). WAND YOUR WAY WITH MAGIC  
 SWORDS, MAGIC SHIELDS, POTIONS  
 AND NUMEROUS OTHER SPELLS.

REQUIRES IBM OR IBM AND JOYSTICK



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DUNGEONS BENEATH CAIRO

You , Highly Trained have been sent to steal back the ancient Magic Staff which is hidden fifteen dungeons beneath Cairn . There is a slight hitch however as within each dungeon lie ferocious demons and monsters of all kinds which will hinder your search .

Within each dungeon lie numerous objects, spells, treasures, deep pits, traps etc which in some cases may help in your quest for the Staff .

You must collect Rubys which you sacrifice at the Temple faced to each dungeon ! By doing this you gain Experience Points needed when doing battle and surviving attacks from enemies of all kinds .

You will also gain Experience Points by slaying enemies . To protect yourself from vicious attacks you will begin with certain Potions and Spells . You will also be given 100 Hit Points ! When duelling with enemies you lose Hit Points according to the strength of your opponent , when Hit Points reach 0 then you die !!! When not in battle your Hit Points will slowly increase to the maximum.

WARNING !!! Do not return to the Pyramid above dungeon level one until you have the Magic Staff !.

OBJECTS YOU WILL COME ACROSS !.

**Temple :** This is where you sacrifice your precious Rubys for Experience Points.

**Rubys :** Collect these to sacrifice at Temple.

**Stairs going down :** When you have enough Experience Points you can go down to the next dungeon by pressing fire button while on stairs down.

**Stairs going up :** When you have the Regor Staff , go back up the stairs to the ground.

**Trap or Treasure :** When landing on this you may find a spell that will help you or perhaps an explosion that will hinder you , thats the chance you take.

**Beacon :** This is a spell that once cast puts a controlled teleporter trap into action that will teleport you to the nearest temple when the trigger is depressed.

**Tutankhamin's Staff :** Found only on dungeon level ,Fifteen.

During game play, the pressing of the fire button will result in the listing of all spells and potions unless you are on the stairs. To activate spells and potions, move arrow to desired spell or potion listed and press fire.

## DESCRIPTION OF SPELLS, WEAPONS AND POTIONS.

**CLIMBING SPELL** : This spell allows you to walk over the dungeon walls. As soon as you jump off, the spell ceases to function.

**TELEPORT SPELL** : Will randomly place you in the dungeon. Good to get out of troubled spots.

**MAGIC SWORD** : Will help in a fight but soon wears off after a couple of fights.

**MAGIC SHIELD** : Helps deflect damaging blows from enemies.

**MAGIC STONE** : Used to block off dungeon passages and deter oncoming attackers.

**REGENERATION SPELL** : Increases the rate in which you recover by doubling the increase of Hit Points.

**HEALING POTION** : When Hit Points are dangerously low, use Healing Potion to boost strength.

**MAGIC BEACON** : The beacon is used to teleport you to a Temple.

## LOADING INSTRUCTIONS

Type 'LOAD' then press the 'CR' key .

Then press 'PLAY' on your Datadisc .

When LOADING has ended press STOP .

Press 'FUSE' 'FUSE' then follow copyright instructions from then on.

In this table you can refer to loading instructions in your manual.